Project Title: DubMix: A rhythm game for teaching coding

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Abstract:

DubMix is a rhythm game created by Georgia Gwinnet College (GGC) Informational Technology students Richard Rodas and Jin Lee. The two are involved with GGC’s TAP Program (Technology Ambassador’s Program) who main focus is to increase interest in students who go on pursuing an IT major/minor, as well as sparking interest to non-IT major students. In order to appeal to students from middle school to college, students will be able to learn to a create a music track through coding on EarSketch. Using a huge collection of samples library, students can produce their own unique track regardless of genre. Designed using Unity, DubMix lets the students experience a rhythm game with songs created from EarSketch. Players will be able to test their cognitive functions by pressing buttons in a sequence dictated on the screen. This research was conducted in order to increase curiosity for the IT field to both non and current IT students. Our hypothesis is that students will be able to understand the basics of coding in Python. The materials we used are EarSketch and game project built in Unity. We anticipate that the final results would be the student being able to understand the basics of Python coding.